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WITH PLANTSCRIPE GAME CONDUCTS WITH THE STICL OF CONDUCTOR U.S. AND TORNING PARTIES. PROCESS.

## ALL NEW GRAPHICS

 Nine different position players were motion captured for unprecedented realism. All-Pro motion capture athletes include RB Mike Alstott 18 Chard Brown.

realism. All-Pro motion capture athletes include RB Mile Alstott, IB Chad Brown, CB Jason Selson and CB Ryan Leaf. Every sobble and personalized move of the Mile Tocreated in Infeliele detail. See way tackles from every angle, delenders standing at the line of scrimmage failing a bildiz and more! Revolutionary Stadium Models with all the unique landmarks and backgrounds.

## REVOLUTIONARY TV STYLE PRESENTATION World Famous Dick Enterg provides the play-by-play and Super Bowl XX

 World Famous Dick Enberg provides the play-by-play and Super Boal XX.
 MVP/Football Guru Phil Simms covers the color commentary. Beautiful Stadium Fiv-los. Player Zoom-Ins and Cut Japane.

## NEW AUTHENTIC FOOTBALL INTELLIGENCE

➤ Super Boal XXXII MAY Ferrell Davis and Pra Bowl 18 Hardy Nickeson helprecreate the nost resistist. Will opposed ever based on the latest effective and offencive schemes. The defense will disignize it screenings, audition to bump and ran coverage out of a zone and execute line shifts to staff your ran tenderices. The offense will need and react to the defensive funds, put man in motion, there is the passes over light man coverage and fine the last under suff



Feel the contact with the Dual Shock controller, Improved Total Control Passing TM lets you lead or underthrow receivers in any direction.

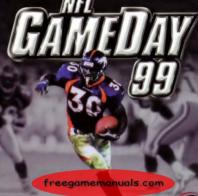
# | In the continue of the cont

All the feams, players and updated stadiums. More than 500 plays including offensive and defensive schemes designed by real NFL players. Track feam and player stafts in every category. Wind, snow and rain all affect gameplay.















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## 989 Studios

989 Studios is a wholly-owned division of Sony Computer Entertainment America Inc. and has produced numerous action/adventure video game franchise hits such as Twisted Metal®, Jet Moto®, Cool Boarders® 2, 2 Xtreme and Rally Cross®.

989 Studios' sports brand, 989 Sports, has also produced some of the best sports games on the PlayStation" game console: NFL GameDay" '98, MLB" '99, NBA Shoot Out '98, NHL Face Off" '98, NCAA GameBreaker" '98 and NFL Xtreme".

Behind the 989 Sports brand is a bunch of die-hard sports enthusiasts. Our goal is to make the most realistic and entertaining sports videogames possible. We believe NFL GameDay '99, the sequel to last year's #1 selling sports game, takes another giant leap forward in delivering an unparalleled NFL frootball experience.

Enjoy it!

-The Sports Fanatics at 989 Sports

## **Game Controls**

## BEFORE THE SNAP ON OFFENSE

Snap	⊗
Fake hut	Q and Q
Audible	O
Brings camera back to preread wide- receivers	L1 or R1
Send wide-receiver in motion if the play is designated with a player in motion	D-Pad Left/Right
Pause	START

## BEFORE THE SNAP ON DEFENSE

Switch man	0
Switch man backwards	12+0
Move player	D-Pad
Audible	G .

## KICKING/PUNTING

ĺ	Bring up and activate kick meter. Tap & again to stop kick meter. The higher the bar on the meter = the stronger the kick	⊗
1	Change the direction of the kick	D-Pad Left/Right

### ADVANCED OFFENSE - TOTAL CONTROL **BEGINNER OFFENSE - SIMULATION** RUNNING 8 Speed burst 8 Speed burst Spin Dive/QB slide Hurdle Special moves (spin, juke, stiff-arm, Dive shoulder charge) Stiff-arm Left/Right Lit or RI Hurdle R2 Juke PASSING L2+0 Dive over pile D-Pad + & Brings up receiver toons 12+8 Shoulder charge 8000 Throw to a receiver 12+0 High step RECEIVING 12+0 Double spin Jump/Catch/One-hand catch Pitch ball L2 + R2 **BEGINNER DEFENSE - SIMULATION**

989 Sports Tip: Tap @ following a big play to perform a player celebration.

Speed burst Switch to man closest to the ball

Wrap tackle/Dive

Jump/Deflection/Intercept

## Total Control Passing

Used in Arcade, Simulation, and Total Control modes, Total Control Passing allows you to operate as a real quarterback. Lead, underthrow, or overthrow a receiver in any direction, based on man or zone detensive coverages.

Brings up receiver icons	D-Pad + L2 + 🛇
Throw out of bounds Left or Right once receiver icons are up	'L1 or R1
No-huddle-offense (press after whistle is blown)	L2 + SELECT
Overthrow/Underthrow receiver	D-Pad Up/Down + receiver icon
Lead receiver	D-Pad-Left/Right + receiver icon
Lob pass	Tap receiver icon
Bullet pass	Hold receiver toon

989 Sports Tip: After breaking from the huddle, press  $\otimes$  to speed up each team's approach to the line of scrimmage.

## ADVANCED DEFENSE - TOTAL CONTROL

Speed burst	<b>⊗</b>
Wrap tackle/Dive	<b>©</b>
Switch to man closest to the ball	O
Jump/Deflection/Intercept	<b>\rightarrow</b>
High tackle	L2+0
Defensive shoulder charge - jars the ball loose	L2+⊗
Switch to deepest man in coverage	12+0
One-handed deflection/intercept	12+0
Moves linebackers and defensive backs close to the line of scrimmage for bump- and-run coverage	L2 + D-Pad Down
Shifts defensive line position	L2 + D-Pad Left/Right
Swim moves Left/Right	Lt or R1
Forearm shiver - knock down a receiver at the line of scrimmage	L2 or R2

## MULTI-PLAYER COMPETITION

Adding a Multi Tap allows you to play up to a five-player game. With two Multi Taps, up to four users can play on each team.

## Setting Up The Game

## MENU NAVIGATION

From each menu, use the directional arrow pad (D-pad) Up/Down to highlight the menu options and Left/Right to cycle through the available options. Press 🕲 to bring up the next menu and 🕲 to cancel and return to a previous menu.

Press from any of the setup screens for Help to guide through each screen.

## MODE

Use mode to select a game format.

## PRESEASON

Use preseason games to get used to the rigors of a season or the playoffs. Preseason games are not recorded in the season standings and cannot be saved to a Memory Card.

NOTE: Before selecting the mode for the game and moving to the next setup screen, setup the Level, Style, and Clock of the game and customize rosters and options.

## TEAM SELECT

Choose your favorite NFL team.

- Press L1/L2 or R1/R2 to toggle between team strengths of Offense, Defense, and Special Teams.
- · D-Pad Left/Right to choose a Home team.
- D-Pad Up/Down to the Away team and repeat the previous steps.
- D-Pad Up/Down to modify the remaining options on this screen.

## MODIFIED ROSTERS

Play NFL GameDay '99 with rosters that you have changed.

## WEATHER

Set the time of day and the weather conditions of the game.

- D-Pad Left/Right to set the time of day to Day or Night.
   D-Pad Up/Down to Condition and then Left/Right to choose a weather pattern of
  - Fair, Rain, Snow, or Wind.
- Press 
   to exit the screen.

## OPTIONS

Use Options to change the stadium for the game and to select the type of home jersey for your team.

- D-Pad Up/Down to Change Stadium and press ⊗.
- D-Pad Left/Right to choose a new stadium and press 

  to bring you back to
  the Options screen.
- D-Pad Up/Down to select Home Jersey and press ⊗.
- D-Pad Left/Right to select a Jersey type and press 

  to return to the Preseason
  Team Select screen.

## **USER RECORDS**

User Records are those tabulated from games played that have been set with a user record name. Use this option to set a user name, view records, or turn records ON/OFF.

- To set a user record name:
- D-Pad Left/Right or Up/Down to highlight a letter or number and press 
   \otimes to select it. To delete a letter or number, highlight DEL and press 
   \otimes.

## To view User Records:

- . D-Pad Up/Down to View Records and press & to view the all time record holders of NFL GameDay '99.
- To turn records ON/OFF: . D-Pad Up/Down to Records and D-Pad Left/Right to toggle between ON/OFF.

## TEAM CONTROL

From the Preseason Team Select screen, press (S) to bring up the Team Control corpon. I lea this ecroon to select a team.

NOTE: In a multi-player game, the appropriate equipment is needed. A Multi Tap must be used to allow more than two and up to eight players to compete. A maximum of four players can play per team.

. D-Pad Up/Down to choose a team. To play against the computer, leave one controller in its original state on the screen.

Press 
 to start the game.

## LEVEL

NFL GameDay '99 offers four different player levels to choose from. To prepare yourself for the challenge of playing at the All-Pro or Half of Fame levels, first master the Rookie and Veteran levels.

## STYLE

Set up the style of your game by choosing Simulation for ultra-realistic game play (highly recommended for beginners), Total Control for simulation game play with advanced controls (highly recommended for advanced gamers), or Arcade for faster game play with exaggerated special moves.

NOTE: Advanced controls can also be utilized in simulation play.

## CLOCK

Set the length of the game by choosing the number of minutes to play per quarter.

## ROSTERS

View the players and statistics of each team's roster. You can also alter the existing rosters with trades, signing of free agents, creating players, player releases, and drafts.

## TEAM ROSTERS

- View each team's player profiles.
- · Press R1/R2 to choose a team mater.
- . D-Pad Left/Right to cycle through the player's physical makeup and ability attributes. The higher the number for ability attributes, the greater the ability of the player.
- . D-Pad Up/Down to scroll through the entire roster.

NOTE: Under the team logo, notice the salary cap information provided. You will not be able to exceed the cap when trading players and signing free agents. With Salary Cap set to OFF, salary cap information will not appear on this screen.

## SALARY CAP

In the Week Setup screen of Season mode, under the Setup menu option, the salary cap restriction for the league can be turned ON/OFF. With this option set to OFF, you can sign as many high-salaried players as you like. See Options under Preseason for descriptions of other setup options.

## CREATE PLAYER

Create a player of any type. Get creative and mold an All-Pro talent that dominates the league or simply create yourself, using your name and physical attributes. Your player will move from the combines to training camp where he can be placed on any team roster or into the Free Agent Pool.

NOTE: To create a player for the Free Agent Pool, D-Pad Left/Right from the TEAM option to select Free Agent.

- D-Pad Un/Down to highlight the player name attribute.
- - Press 
     to activate the alphanumeric chart.
- To delete a letter or number, highlight DEL and press .
- Spell out a name, highlight END, and press 
   oto lock it in and deactivate the chart.

To change the player name:

- D-Pad to highlight the name and press  $\otimes$  to start the naming process over.

To continue to customize your player:

- D-Pad Up/Down to other player attributes and D-Pad Left/Right to make a selection.
- Press 

  to move from the combines to training camp.
- Select YES from the pop-up box and press ⊗ to create your player and add him to the team roster or Free Agent Pool.

## TRADE PLAYER

Attempt to make a blockbuster trade. But as you may find out, trades can be rejected. Remember, that you must have a minimum number of players at each position.

- · Press R1/R2 to choose a team for the trade.
- · Press L1/L2 to choose the other team for the trade.
- D-Pad Up/Down to scroll through the list of players.
- . Press O to move to the other team roster involved in the trade.
  - D-Pad Up/Down to scroll through the list of players and players to him to the trade transaction list.

## DRAFT

DRAFT
Players are drafted at six positions (quarterbacks, running backs, receivers, defensive linemen, linebackers, and defensive backs). You can manually draft each position for every team, have the computer hold the draft, or manually draft in a select number of teams and have the computer finish the drafting process. The for a select number of teams and have the computer finish the drafting process. The draft will go six rounds.

Press at any time to cancel the draft.

NOTE: To change the speed of the draft, press 
at any time during the draft.

To manually draft, from the draft's main menu:

- D-Pad Left/Right to scroll through the teams.
- Press to select the teams for manually drafting.
   Press to start the draft.
- You will be drafting one player from each position. When a team you have selected for

manual drafting comes up in the draft order:

D-Pad Left/Right to choose a player position.

- D-Pad Up/Down to scroll through the players, and their overall ranking, still available
  in the draft.
- Press ⊗ to draft a player.
- . When each round completes, press (2) to continue the draft.

## SIGN FREE AGENT

Sign any of the free agents out of the Free Agent Pool.

- Press R1/R2 to change team rosters.
- D-Pad Left/Right to scroll through player attributes.
- D-Pad Up/Down to scroll through the entire list of free agents and press  $\otimes$  to add a player to a team roster.

NOTE: There is a limit to the number of free agents that you can sign to a team. To make room on the roster for additional free agents, use the Release Free Agent menu option. Also, be aware of the team's salary cap restrictions.

## RELEASE FREE AGENT

Release a player from a current roster.

- . Press R1/R2 to change team rosters.
- . D-Pad Left/Right to scroll through player attributes.

### RESET ROSTERS

Reset changes made to all NFL team rosters.

- . Highlight Reset Rosters and press .
- Select YES from the pop-up screen and press ⊗ again to reset changes made to all rosters. Select NO and press ⊗ to cancel.

## MEMORY CARD

The Memory Card screen allows you to manage the files on your Memory Card. You are able to save or load game data, in-game options, and user records. See Memory Card/Saving Data on page 3 for other pertinent information.

NOTE: Make sure the Memory Card Is in the correct slot. To chance to a different slot.

D-Pad to the Card Slot option and D-Pad Left/Right to select a different slot.

To save a file:

## D-Pad Up/Down to the Save option.

- D-Pad Left/Right to select the type of information to save and press
- To continue a season or playoff, first load it from the Memory Card. To Load a file:
- D-Pad Up/Down to the Load option.
- . D-Pad Left/Right to select the type of information to load.
- . Press S to view the available files to load.
- D-Pad Up/Down to select a file and press ⊗ to load it.

## To rename a file:

16

- D-Pad Up/Down to select a file and press ⊗ to activate the alphanumeric chart.
   D-Pad Left/Right or Up/Down to highlight a letter or number and press ⊗ to select it.
- To delete a letter or number, highlight DEL and press  $\otimes$ .
- . Spell out a name, highlight END, and press (2) to lock it in and deactivate the chart.

To delete a file:

- D-Pad Up/Down to select a file and press ⊗ to delete it.

## SEASON

Select Season to compete in a complete 16-game NFL season. At the end of a season, if you've survived the rigors of the NFL schedule, you will enter the playoffs and have a chance to play in the Super Bowl.

## SEASON TEAM SELECT

Choose any team in the NFL for your season. You can make your team selection based on the team strengths for Offense, Defense, and Special Teams.

- Press R1/R2 to scroll through the team strengths of Offense, Defense, and Special Teams.
   D-Pad Letf/Right to cycle through the available teams.
- WEEK SETUP

### TELL SEIGI

This screen is used to setup each week's game.

## **PLAY GAME**

Press 

from this option to begin the game.

## SIMULATE WEEK

Use this option to simulate every game played in the league for that week.

- . D-Pad Left/Right to view the scores and stats of games simulated that week.
- . D-Pad Up/Down to scroll through the entire list of game stats.
- . Press A to return to the Week Setup screen and setup the following week's game.

### SEASON REPORT

View each team's season report to keep track of the league and its leaders.

## **SCHEDULE**

View the schedule of each team's upcoming games and scores of games already played.

- Press R1/R2 to cycle through each team's schedule.
- · D-Pad Up/Down to view the entire team schedule.

## **STANDINGS**

View the division standings of both the American and National Football Conferences.

· D-Pad Left/Right to cycle through the standings of each division.

## PRO BOWL VOTING

The Pro Bowl is based on the season you are playing. During the course of the season, view the leaders of the Pro Bowl voting from both conferences.

- · D-Pad Left/Right to switch between conferences.
- · D-Pad Up/Down to view the entire list of leading vote getters.

## MVP SCREEN

- View the Most Valuable Player chosen each week of the season. Press (X) to change conferences.
- . D-Pad Left/Right to scroll through each week's MVPs.

## PLAYOFF REPORT

View the playoff brackets and the final scores of finished rounds for the playoffs. Playoff games can also be simulated. . D-Pad Left/Right to scroll through each playoff round up to the Super Bowl.

D-Pad Up/Down to toggle between conference rounds.

INIURY REPORT

STATISTICS

View the injuries for players from each team and the length of time they'll be out of action

· D-Pad Left/Right to change teams.

. D-Pad Up/Down to view the entire list of injured players.

## View the statistics of each team throughout the league.

OFFENSIVE AND DEFENSIVE TEAM LEADERS

## To view the offensive and defensive team leaders:

. D-Pad Left/Right to cycle through the leaders of each category.

- . D-Pad Up/Down to scroll through the entire list of team rankings. NFL LEADERS
- View the individual stats of the offensive and defensive leaders from the NFL.
- . D-Pad Left/Right to cycle through and choose a stat category to view.
- . Press S from this option to bring up the NFL Leaders screen.
- . D-Pad Left/Right to view the stats of each categorical leader. . D-Pad Up/Down to scroll through the entire list of player rankings.

## **NFL TEAM RANKINGS**

View the team rankings of each NFL team in all of the major categories.

· D-Pad Left/Right to choose a team.

. D-Pad Up/Down to view the entire list of stat categories.

Press to return to the previous screen.

## INDIVIDUAL

View the individual stats of each team.

- Press R1/R2 to select a team.
- D-Pad Left/Right to change the stat category.
   D-Pad Up/Down to scroll through the entire list of players on the team roster.

### CUSTOM SEASON

Use this option to reorganize the teams in each division from both conferences. After continuing with alignment changes, see Season for information on how to setup season games.

- · D-Pad Left/Right to choose a league and one of its divisions.
- D-Pad Left/Right to cycle through and choose a team from another division to replace the current team.
- ullet Select YES from the pop-up screen and press  $\otimes$  to accept the alignment changes
- and continue with the season setup.

To reset alignment changes:

D-Pad to Reset Alignment and press ⊗.

## TOURNAMENT

Customize up to 16 player names and compete in an 8 or 16-player tournament.

## TOURNAMENT SETUP

To navigate through the Tournament setup options, press Q.

- D-Pad Left/Right to choose an 8 or 16-player tournament mode.
- . Move to Player Name and D-Pad Up/Down to select a player name.

- D-Pad Left/Right or Up/Down to highlight a letter or number and press ⊗ to select it. To delete a letter or number, highlight DEL and press ⊗.
- Spell out a name, highlight END, and press  $\otimes$  to lock it in and deactivate the chart.

To change the player name:

## To continue:

- Press to move to DONE and press ⊗.
- . Selection for teams in random and controlled by the CPU. Press & to begin the

## BRACKETS

selection process.

View the tree brackets of your tournament.

- . D-Pad Up/Down and Left/Right to view the tree bracket.
- D-Pad Up/Down to select a team and press 

   to start the game.

## Playing the Game

## KICKING GAME

Skill at kicking allows you the opportunity to put your team in good field position and keep the opposing team deep in their own territory. Hitting a last second field goal to win the qame will also require kicking expertise.

- · Press & to bring up the power meter.

### To try an onside kick:

- To guide a kick: · D-Pad Left/Right to angle your kick into the corners.

## SETTING UP A PLAY

Once a team has received the ball on offense, the play-selection screen will come up. First choose the formation for the play.

 D-Pad Left/Right to cycle through the available formations and press the associated icon button to select it and bring up the play selections.

NOTE: To return to the formation selection. D-Pad Up from the play selection.

- . Once the formation is set, select the play, D-Pad Left/Right to cycle through the available plays and press the associated icon button to select it. . To flip the play and run a mirror image of that play, press R1. To return to the original
- play, press R1 again.

## **OFFENSE**

Before the snap, utilize the following tips to balance your offensive attack:

- Press O or A to try and draw the defense off sides.
- . Press (1) to call an audible to take advantage of the defense's formation.

After the play is over and the whistle is blown, to run the no-huddle offense:

Press L2 + SELECT to run the no-huddle offense and keep the defense on the go.

## PASSING

Before the snap:

· Press R1/L1 to preread your receivers.

After the snap: . Press S to bring up receiver icons, then throw to a receiver by pressing his icon.

DEFENSE

Before the snap on defense, utilize the following tips to maximize defensive play:

- Cycle player control through defensive players by tapping ①.
- Call defensive audibles to counteract offensive formations by pressing Q. . Press L2 + D-Pad Down to bring linebackers and defensive backs towards the line
- of scrimmage. . Press L2 + D-Pad Left/Right to shift the defensive line.

## PAUSE MENU

Press START to pause the game and cycle through the Pause Menu options. D-Pad to highlight an option and press 

.

## VIEW GAME STATS

View the stats compiled by each team during the course of the game.

## CALL TIME OUT

Each team receives three time-outs per half and one in overtime. The number of timeouts remaining will be shown on the play-selection screen.

### SUBSTITUTIONS

Use this option to substitute for a player on the field.

## **CUSTOMIZE GAME** INSTANT REPLAY

Select this option to set up more game options.

Instant replay gives you a second chance to view the latest play.

## CAMERA OPTIONS

Choose from a wide variety of camera angles to view your game.

## CHOOSE AUDIBLES

Set three audible plays on offense and defense.

## **OUIT GAME**

Allows you to guit the current game and return to the main menu.